

**COMPLETE LISTING OF CLAIMS**

1. (Previously Presented) A gaming device comprising:
  - a. a gaming device housing;
  - b. a rotatable cage-type display container coupled to the gaming device housing;
  - c. at least one moveable object configured to be moved within the rotatable cage-type display container, the moveable object comprising at least one moveable object symbol;
  - d. a controller;
  - e. at least one controller selectable object in communication with the controller, the controller selectable object being displayed to a player, the controller selectable object being substantially similar in appearance to the moveable object, whereby the controller selectable object being displayed to the player provides an illusion that controller selectable object is the moveable object; and
  - f. a game display in communication with the controller, the game display comprising a plurality of display positions, the game display being configured to display a display symbol in at least one display position, wherein a game outcome at least partially depends on the display position of the display symbol.
2. (Original) The gaming device of claim 1, wherein the game display comprises a representation of a bingo card.
3. (Original) The gaming device of claim 1, wherein the game display comprises a matrix of at least one cell formed in one or more rows and columns, each cell correlated to a display position, the controller being configured to select a controller selectable object

and display a display symbol on the game display until either a row, a column, or a diagonal of the matrix is filled with display symbols.

4. (Original) The gaming device of claim 3, wherein a game winning event occurs when either a row, a column, or a diagonal of the matrix is filled with display symbols.
5. (Previously Presented) The gaming device of claim 1, wherein at least the rotatable cage-type display container and the moveable object appear as video images.
6. (Previously Presented) The gaming device of claim 1, wherein the rotatable cage-type display container is manually rotatable by the player.
7. (Previously Presented) The gaming device of claim 1, wherein the rotatable cage-type display container is mechanically rotatable in response to a signal from the controller.
8. (Previously Presented) The gaming device of claim 7, wherein the controller directs the rotatable cage-type display container to rotate when no active game is being played on the gaming device.
9. (Previously Presented) The gaming device of claim 1, further comprising an actuating device in communication with the rotatable cage-type display container, the actuating device being configured to drive the rotatable cage-type display container and cause the moveable object to be moved within the rotatable cage-type display container.
10. (Previously Presented) The gaming device of claim 1, wherein the rotatable cage-type display container is rotatable about a horizontal rotational axis.
11. (Original) The gaming device of claim 1, wherein the controller selects a plurality of controller selectable objects and displays a plurality of display symbols on the display, the arrangement of the display symbols on the display determining the game outcome.

12. (Previously Presented) The gaming device of claim 1, wherein the rotatable cage-type display container is mounted in the gaming device housing such that at least of portion of the bottom of the rotatable cage-type display container is hidden from the player's view.
13. (Original) The gaming device of claim 1, further comprising controller recognizable indicia appearing on the controller selectable object.
14. (Original) The gaming device of claim 13, wherein the controller recognizable indicia comprises a symbol.
15. (Original) The gaming device of claim 14, wherein the symbol of the controller selectable object at least partially determines the bonus game outcome.
16. (Original) The gaming device of claim 14, wherein the identity of the symbol determines in which display position the symbol is displayed.
17. (Previously Presented) The gaming device of claim 1, wherein the rotatable cage-type display container is substantially in the shape of a cylinder.
18. (Previously Presented) The gaming device of claim 17, wherein the rotatable cage-type display container is horizontally mounted.
19. (Canceled)

20. (Previously Presented) A gaming method comprising, but not necessarily in the order shown:
- a. moving a moveable object within a cage-type display container;
  - b. producing a random game outcome;
  - c. associating the random game outcome with at least one game outcome determining object, the game outcome determining object configured to at least partially convey a game outcome to a player, the game outcome determining object being substantially similar in appearance to the moveable object, wherein the similarity of the game outcome determining object to the moveable object provides an illusion to the player that the moveable object at least partially determines the game outcome;
  - d. selecting a game outcome determining object that conveys the random game outcome;
  - e. displaying a display symbol on a game display having a plurality of display positions; and
  - f. defining the game outcome according to the position of the display symbol displayed on the game display.
21. (Original) The method of claim 20, wherein the game display comprises a representation of a bingo card.
22. (Original) The method of claim 20, wherein the game display comprises a matrix of one or more cells formed in one or more rows and columns, and further comprising allowing

- a controller to select a game outcome determining object and display a corresponding symbol on the game display until either a row, a column, or a diagonal of the matrix is filled with display symbols.
23. (Original) The method of claim 20, wherein the game display comprises a matrix of one or more cells formed in one or more rows and columns, and further comprising allowing a controller to select a game outcome determining object and display a display symbol on the game display until either a row, a column, or a diagonal of the matrix is filled with display symbols.
  24. (Original) The method of claim 23, further comprising generating a game winning event when the game outcome comprises either a row, a column, or a diagonal of the matrix being filled with display symbols.
  25. (Original) The method of claim 20, wherein the display symbol is selectable from a group consisting of letters and numbers.
  26. (Previously Presented) The method of claim 20, wherein at least the cage-type display container and the moveable object appear as video images.
  27. (Previously Presented) The method of claim 20, further comprising moving the cage-type display container when no active game is being conducted on the gaming device.
  28. (Previously Presented) The method of claim 20, further comprising a player manually moving the cage-type display container.
  29. (Previously Presented) The method of claim 20, further comprising mechanically moving the cage-type display container in response to a signal from a controller.
  30. (Previously Presented) The method of claim 20, further comprising rotating the cage-type

display container about a horizontal rotational axis when a bonus game is played.

31. (Original) The method of claim 20, wherein the game outcome determining object comprises a symbol.

32. (Previously Presented) A gaming device comprising:
- a. a plurality of game outcome indicating means configured to at least partially convey a game outcome;
  - b. visual means for providing visual stimulation to a player, the means for providing visual stimulation to the player being substantially similar in appearance to the game outcome indicating means, wherein the similarity between the visual means and the game outcome indicating means provides an illusion that the visual means at least partially determines the game outcome;
  - c. a selection means for randomly selecting a plurality of outcome indicating means;
  - d. a game display means for displaying a plurality of display symbol means, the display symbol means displayed depending on the identity of the selected outcome indicating means, the game display means being in communication with the selection means, the game display means having a plurality display positions, wherein the game outcome depends on the alignment of the display symbol means displayed on the game display means; and
  - e. cage-type containment means for holding the visual means.
33. (Original) The gaming device of claim 32, wherein the game display means comprises a representation of a bingo card.
34. (Original) The gaming device of claim 32, wherein the game display means comprises a matrix of at least one cell formed in one or more rows and columns, each cell correlated to a display position, the selection means being configured to select a game outcome indicating means and a display symbol means on the game display means until either a

- row, a column or a diagonal of the matrix is filled with display symbol means.
35. (Original) The gaming device of claim 34, wherein a game winning event occurs when either a row, a column, or a diagonal of the matrix is filled with display symbol means.
  36. (Original) The gaming device of claim 32, wherein the visual means and the outcome indicating means appear as video images.
  37. (Previously Presented) The gaming device of claim 32 further comprising moveable object means within the cage-type containment means.
  38. (Original) The gaming device of claim 32, further comprising a means for providing a primary game, whereby the gaming device is configured to provide a bonus game to a player.
  39. (Canceled)
  40. (Previously Presented) The gaming device of claim 32 wherein the cage-type containment means is rotatable and further comprising actuating means for rotating the cage-type containment means.
  41. (Previously Presented) The gaming device of claim 40 wherein the selection means directs the actuating means to rotate the cage-type containment means when no active game is being played on the gaming device.
  42. (Original) The gaming device of claim 32 wherein the visual means comprise at least one symbol, the symbol configured to at least partially convey the game outcome.

43-46. (Canceled)

47. (Currently amended) The gaming device of claim [[43]] 9 wherein the ~~actuator~~ actuating device is manually operable.

48. (Currently Amended) The gaming device of claim [[43]] 9 wherein the ~~actuator~~ actuating device comprises a mechanical actuator in communication with the controller, the controller configured to direct the ~~actuator~~ actuating device to rotate the rotatable cage-type display container.

49. (Original) The gaming device of claim 48, the mechanical actuator further comprising a clutch mechanism.

50. (Currently Amended) The gaming mechanism of claim 48 wherein the rotatable cage-type display cylinder comprises a flange, further comprising a belt in communication with the ~~actuator~~ actuating device and the flange, wherein the ~~actuator~~ actuating device will drive the belt, and the belt will drive the flange, causing the rotatable cage-type display container to rotate.

51. (Currently Amended) The gaming device of claim [[43]] 1, the rotatable cage-type display container further comprising at least one agitator configured to agitate the moveable objects.

52-55. (Canceled)